

Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Acrobat

Each night*, choose a player: if they are drunk or poisoned, you die.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Mathematician 2 @

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Sweetheart

When you die, 1 player is drunk from now on.



Moonchild

[No evil characters]

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

Each night, choose a player (not yourself or Travellers):

Each night, if the dead equal or outnumber the living,

If good, they die & the Demon doesn't kill tonight.

Each day, you may make a public statement.

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

you learn 1 good and 1 evil character,

The Demon knows you are the King.

Each night*, choose an alive player.

One good player registers as evil.

Tonight, if it was true, a player dies.

1 of which is correct.

Lycanthrope

Courtier

Choirboy

[+ the King]

Atheist

If the Demon kills the King,

you learn which player is the Demon.

The Storyteller can break the game rules,

and if executed, good wins, even if you are dead.

you learn 1 alive character.

King



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Vizier 🍸 🦸

If good voted, you may choose to execute immediately.



There are extra Outsiders in play. [+2 Outsiders]

All players know who you are.

You can not die during the day.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Lil' Monsta 🎮 🐿

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes

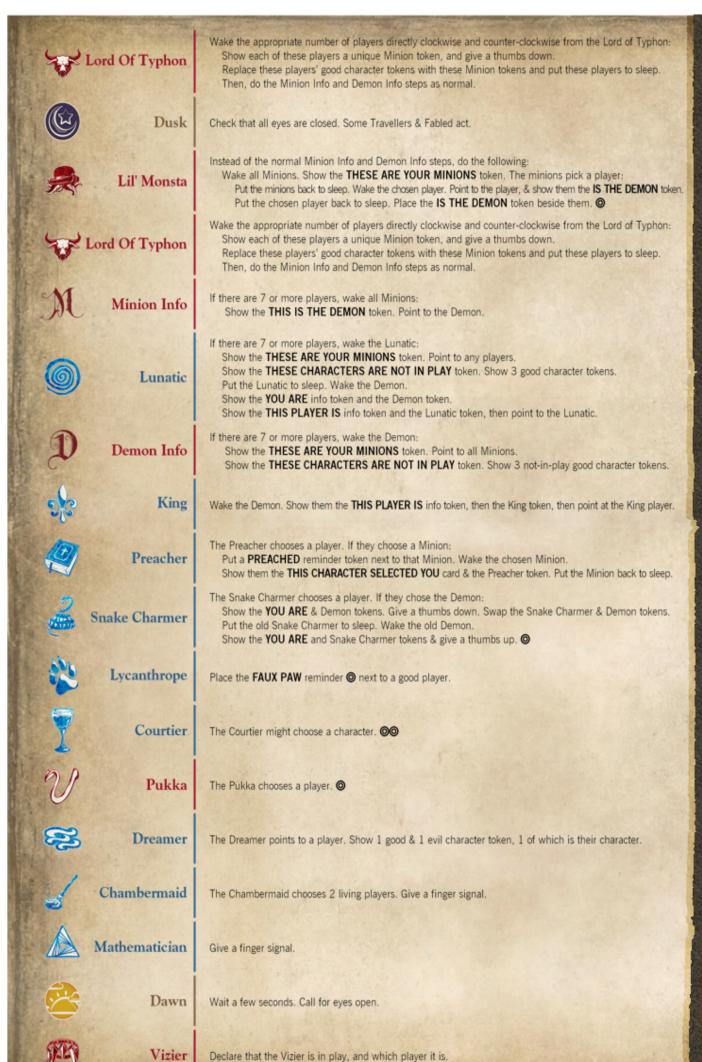


Lord Of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]







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